

C. 1758

THE
Whole ART and MYSTERY
OF
MODERN GAMING

FULLY

Expos'd and Detected;

CONTAINING

AN HISTORICAL ACCOUNT

Of all the

Secret Abuses

Practis'd in the

GAMES of CHANCE,

Under the following HEADS:

- | | |
|---|--|
| <p>I. TABLES calculated betwixt the <i>Caster and Setter</i>, throughout the whole Course or Changes of the Dice, which prove HAZARD an unequal Game.</p> <p>II. The EXPENCES of Hazard fairly stated.</p> <p>III. The Nature, Use, and Importance of UNFAIR DICE and BOXES; with the manner of several Operations, fully and plainly expos'd, viz. <i>Loaded and scoop'd Dies; flat and barr Dies</i>, of several Sorts;</p> | <p><i>chain or link'd Dies; the Art and Manner of working with a grate Box, Eclipsing, Sighting, Waxing, and Topping, &c.</i></p> <p>IV. The same done with Reference to Games at CARDS, such as <i>Pharo, Basset, Picquet, Whisk, &c.</i></p> <p>V. The Description of a <i>Pharo-Bank</i>, with the Expences and Attendants.</p> <p>VI. To which is added, A remarkable STORY that happen'd at <i>Billiards</i>.</p> |
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L O N D O N:

Printed and Sold by J. ROBERTS, at the *Oxford Arms* in *Warwick-Lane*, and
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(Price 3 s.)

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THE
Whole Art and MYSTERY
OF
MODERN GAMING

FULLY

Exposed and

CONTAINING

An Historical Account



GAMES OF CHANCE

Under the following Heads:

- | | |
|--|--|
| I. The nature and definition of the Game of Chance, and the various kinds of Games of Chance, as the Game of Dice, the Game of Cards, the Game of Whist, &c. | I. The nature and definition of the Game of Chance, and the various kinds of Games of Chance, as the Game of Dice, the Game of Cards, the Game of Whist, &c. |
| II. The Principles of the Game of Chance, and the various kinds of Games of Chance, as the Game of Dice, the Game of Cards, the Game of Whist, &c. | II. The Principles of the Game of Chance, and the various kinds of Games of Chance, as the Game of Dice, the Game of Cards, the Game of Whist, &c. |
| III. The History of the Game of Chance, and the various kinds of Games of Chance, as the Game of Dice, the Game of Cards, the Game of Whist, &c. | III. The History of the Game of Chance, and the various kinds of Games of Chance, as the Game of Dice, the Game of Cards, the Game of Whist, &c. |
| IV. The Laws of the Game of Chance, and the various kinds of Games of Chance, as the Game of Dice, the Game of Cards, the Game of Whist, &c. | IV. The Laws of the Game of Chance, and the various kinds of Games of Chance, as the Game of Dice, the Game of Cards, the Game of Whist, &c. |
| V. The Practice of the Game of Chance, and the various kinds of Games of Chance, as the Game of Dice, the Game of Cards, the Game of Whist, &c. | V. The Practice of the Game of Chance, and the various kinds of Games of Chance, as the Game of Dice, the Game of Cards, the Game of Whist, &c. |
| VI. The Effects of the Game of Chance, and the various kinds of Games of Chance, as the Game of Dice, the Game of Cards, the Game of Whist, &c. | VI. The Effects of the Game of Chance, and the various kinds of Games of Chance, as the Game of Dice, the Game of Cards, the Game of Whist, &c. |

L O W D

Printed and Sold by J. JOHNSON, at the Office of the British Museum, in the Strand, London.

MOI TO THE
Most Noble and Puissant LORD,
CHARLES MORDAUNT,

Earl of *Peterborow* and *Monmouth*,
Viscount *Avalon*, Baron *Mordaunt*
of *Turvey*, Baron *Mordaunt* of *Ry-*
gate, Knight of the most Noble
Order of the *Garter*, and General
of all the Marine Forces, &c.

MY LORD,



Should have thought it Pre-
sumption to have inscrib'd
so little a thing to so great
a Name, but that I knew
not to whom I could more
properly inscribe a Work of
this nature, than to Him who had laid so
many Obligations upon the Author: As also
I thought it was but fit, the Publick should
receive thro' Your Hands what was indeed
written originally and principally with a
most sincere and passionate View for the
better

The DEDICATION.

better Direction and Guidance of Youth and Innocence in the Persons of those Two Noble surviving Branches of your Family, Your Grandsons, Two Youths of the greatest Hopes and Expectations.

TO Whom I hope this small Essay, treating the Subject in a new Manner, and setting it in a Light it was never yet seen in, may not be useless nor unacceptable; as containing the best Preservative and Antidote against the most fatal and epidemical Folly and Madness, especially among the Persons of superior Degree, and Quality, of any the Age has been subject to.

SINCE so great is the Weakness and Frailty of human Nature, that we can never be too secure, tho' arm'd with the sublimest Virtue, against the repeated Attacks of such Temptations, as almost constantly besiege us in these Stations and Circumstances; and tho' the Garrison of the Mind be never so well provided with the best means of Resistance, even the greatest of
Virtues

The DEDICATION.

v

Virtues and Perfections our Nature is capable of attaining, nevertheless repeated Importunities and Sollicitations from without, in conjunction with Stratagem and Treachery from within, may surprize and defeat us.

*THIS made me think some time spent in detecting and laying open this Scene of Villany, in disclosing and fully unfolding all its darkest Practices and most secret Mysteries, and demonstrating after the most unexceptionable manner, (viz. from plain Matter of Fact) not only the Danger, but the great Folly and Madness of the least depending on, or trusting to any of their most plausible Shews or Pretences, might not be uselessly or unprofitably spent, but laid out to Advantage. My chief Study has been to do this, not only by the most clear and convincing Arguments, but also with the greatest Plainness and Perspicuity of Expression: Having had no other View either in the Choice or Prosecution of this Argument, than that of being useful, especially to our young Persons of Family and
Quality*

The DEDICATION.

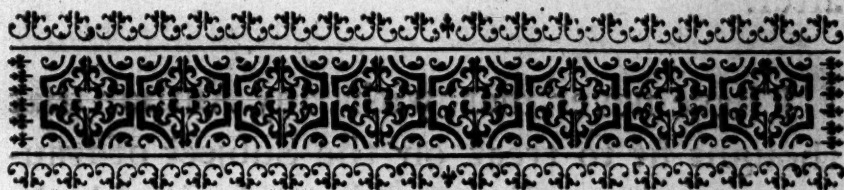
Quality (who are still the most obnoxious to be herein trick'd and abus'd) in a Matter, of any other whatever relating to the present State, of the highest Importance; and if in this I succeed but with reference to those Two Noble Youths, for whose Use I chiefly intend it, and most sincerely devote it, I obtain my principal End; and shall herein reap a Satisfaction within not to be express'd in Words; since my Regard to the Publick, is what, after that I owe my best Friends, all I pretend to.

Permit me only, MY LORD, here in the most humble and submissive manner, to return You my most grateful Acknowledgments for all Your Favours, which I receiv'd with the greater Satisfaction, as they now give me this Occasion, and exalt me to the Honour of subscribing myself,

My Lord,

Your Lordship's

Most obliged and most
obedient humble Servant.



T H E INTRODUCTION.



LATO says, that *Theuth* an old *Persian* God first invented several sorts of Games, such as Cards and Dice; some say the *Lydians*: But most Authors agree, that *Theuth* was the original Inventor. 'Tis needless to search after the Cause, what Views he might have at first in the Action is very uncertain; but this I am well asfur'd of, That the Invention of Gaming has depriv'd us of many of the Injoyments and

B

greatest

greatest Pleasures of Life for reasons hereafter.

I have never met with any Author that thought fit to treat on the Subject of fraudulent and excessive Gaming ; I wish I had : It might have prov'd much to my Advantage, for many reasons, which I shall reserve because they only affect my self. I say, I am surpriz'd that no Person ever would undertake so useful a Theme ; for no Vice has been more fashionable than Gaming ; it has reign'd too for a considerable time with Ebbs and Flows in most Countries in *Europe*. I am fully satisfied that very few Men were capable of giving a perfect Account of the many Deceits now in use ; those that were qualified had other Views, such as better answer'd their Purposes. I may safely venture to say, that Play has undone a Thousand Families, which might have been happily prevented, if the Frauds and Abuses therein committed had been some Years ago publicly expos'd to the World.

We

We have seen Men who have thought it worth their while to bring up even their Children that way, and spend the earliest part of Life in the Study of Gaming ; and Experience has taught them, that it produces a yearly Income sufficient to support a Family to live much above the middle State of Life.

This runs in the Blood for many Generations, and is thought a good Legacy for a Son to bustle through the World with, all his Life after.

These are the Persons that attack young Gentlemen of Fortune as soon as they appear in the World, first entring into their Pleasures, then creeping into their Hearts by fawning and courting them, as you would a fine Mistrefs, only for a favourable opportunity of injoying you as a * Bubble, I mean to pick your Pocket.

** Meaning
an unwary
Person.*

B 2

What

The INTRODUCTION.

What can be more surprizing, than to see a fine Gentleman fit down to play and lose a Sum of Money at a Game he understands not, when in all other Affairs of Life he acts with Prudence and Judgment.

This shews Play to be a contagious as well as epidemical Distemper.

It may therefore be of some Use and Service to put you in a fair way to defend yourself against such Abuses, and I doubt not but you will readily come into my Opinion.

That to know Play is a very important Affair in Life, more especially since it is so much in vogue.

Tho' every Person that plays may in one Sense be called a Gamester, yet I shall make this Distinction, and call those only so, that have no other visible way of living. I might as well call a Gentleman that has
made

The INTRODUCTION.

made himself a Scrutore, or a Chest of Drawers, a Cabinet-Maker; or that catches Birds, a Bird-Catcher; or that goes a fishing, a Fisherman.

It was the Saying of a wise and great Man, That he would advise Mankind not to overlook small Things because they appear low and inconsiderable; for it may be said, That as the greatest Streams are made up of the smallest Drops at the Head of the Springs from whence they are derived, so the greater or less Part of your Life, may be governed or directed by some of these seeming Trifles.

Therefore, before I proceed to the Tables calculated to prove the Odds betwixt the Caster and Setter, I shall make some few further Observations, to shew the Use and Importance of this Branch of Knowledge.

Few Gentlemen neglect to learn *French*, to *Fence*, and to *Dance*; I confess these are necessary.

The INTRODUCTION.

neceſſary Qualifications in the Composition of a Fine Gentleman : *French* is become ſo univerſal a Language, that it is eſteem'd at home as well as abroad : *Fencing* is alſo very uſeful to defend your Perſon, for the Danger of the Sword may in ſome degree contribute to preſerve good Manners and Decorum in publick Converſations : *Dancing*, every one knows, renders you agreeable to the Fair Sex. Yet methinks there is a *Unum Neceſſarium* wanting, which is, to know Mankind, particularly in *Play*, in order to defend your Fortune againſt Gamblers and Sharpers, and all their moſt ſubtle and dangerous Arts and Stratagems.

But it may be perhaps replied, that you never deſign to play at any Game whatſoever ; and further, that none of your Family ever play'd ; more particularly, that you have made a Reſolution againſt all Gaming. All this I allow you have done, yet give me leave to tell you, that I have known abundance of theſe Reſolutions made, and have ſeen as many broken. For in the
Courſe

The INTRODUCTION.

7

Courfe of your Life, you will meet with many Temptations, ftrong and powerful Inducements that proceed from Cauſes unknown, that may determine you to break your Reſolutions; and it is odds, but that you prove unlucky the very firſt time, and perhaps for a Sum too; the Conſequence of which will be again to try your Fortune, in expectation to get home again, as the Gamſters Phraſe is. If it ſhould ſo happen, let me adviſe you to fit down with the firſt Loſs quietly; for I promiſe you, every time you engage again you will be deeper and deeper, till at laſt you will be undone, and all the Satisfaction that you will ever get, will be to know (when too late) that you were cheated of your Fortune by Sharpers, and may at laſt be tempted to become one yourſelf.

Therefore be ever upon your Guard, for it is odds but you meet with Wolves in Sheeps Clothing.

For

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For all Frauds are covered and gilded over with specious Pretences, and Men are as easily imposed on as Birds or Fishes, while the Eagerness of their Appetites suspends the want of Reason. A Treat or a Bottle is the same to us as a Worm or a Gudgeon are to other Animals: We snap at the Bait, without ever dreaming of the Hook or the Snare that goes along with it.

I assure you, there is a very great number of Gentlemen (and of good Estates too) that have been well instructed in all the Art and Mystery of Gaming, and are as capable to win Money upon Advantage as any Gamesters about the Town; and tho' they cry down Play and all publick Gaming-houses, yet they have their Tavern-Clubs almost every Night at one Place or another, playing in private for considerable Sums of Money; and I have just reason to believe they make use of their Experience, because they keep it as a Secret.

Whoever

The INTRODUCTION.

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Whoever trusts Fortune will at last be deceived, but that's commonly put out of her Power; since she is too well known by the Gamesters to be a fickle Lady, full of Caprice, very precarious, always changing, as she is well described by the Poet in the following Lines.

*When with her Hand she shifts the Scene
of Fate,*

*She, like *Euripus, often ebbs and flows,
Raising the Captive from his humble State,
She from his Throne the mighty Monarch
throws.*

*The natural Euripus is that which is now called by the Italians, Il stretto de Negro Ponto in the Archipelagus, 60 Miles in Extent, and flows seven times every day, as Pliny and Me-la testify.

*When the unhappy weep, she slights their
Tears,*

*Nor will she hear the miserable Groan;
But cruelly she doth seal up her Ears
Against the Cries of those she hath un-
done.*

C

Thus

The INTRODUCTION.

*Thus doth she sport, and thus she boasts her
Power,
And treats her Followers with a pleasing
Show,
If in the running of a nimble Hour
She makes the most exalted Hero low.*

Boetius, translated by Ld. Preston.

I have been often told there is a very great Secret among the *Free Masons*, and I have reason to believe it, because I knew a wild young Gentleman that made himself a *Free Mason* on purpose to discover what it was ; but afterwards being asked the Secret, the only Answer he would give, was, make yourself a *Free Mason*, and then you will know.

It is well for the World the Gamesters are not so ; for did they hold together and keep their own Secrets, they would soon be a very considerable Body ; but on the contrary, they are afraid and jealous of each other : However, I promise you they lay
good

The INTRODUCTION.

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good Schemes, and seldom or never miscarry, except they fall out who shall have the *Bear's Skin* before the *Bear* is caught.

I shall avoid all personal Reflections, there is no occasion for them; nor is it my Intention to add Afflictions to the miserable. It is obvious enough to every one, what numbers of Gentlemen have lost their Estates and are now reduced to the lowest Ebb of Unhappiness, to want even the Necessaries of Life.

What can be a greater Misfortune than to fall from a Coach and Equipage, which carries Respect and Esteem with it, to follow and wretched a State, as to support a Set of Men in Ease and Luxury, whose Ancestors were Beggars?

Notwithstanding the Experience of these things which we so daily see, we still steer on the same Course, as if we were willing to be cast away on the same Shore.

Amongst

The INTRODUCTION.

Amongst other things, this puts me in mind of a Story I once read in *Cook's Voyage round the World*, relating to a *Spaniard* that was sent to *Peru* in order to make a Conquest there, who having completed his Design, had for his Share the Figure of the *Sun* in one intire piece of solid massy Gold, so large that it cover'd the Front of a great Church, but lost it at Play the same Night; whence the *Spaniards* have a Proverb to denote a Gamester, saying, *That he will lose the Sun before he rises.*

This is no astonishing Matter at all to me, because I know and have seen so much of Play both at home and abroad; I may therefore venture to say, that we have *English* Gentlemen that would lose the Sun, Moon, and Stars too, were they of the same Quality, and in their Possession,

I shall conclude with this Observation,
That whoever devotes his Time to Gaming,
withdraws

The INTRODUCTION.

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withdraws his Services from the Publick Good, and is both an Enemy to his Country and himself.

THE
ART and MYSTERY

OF
MODERN GAMING

IN
REFERENCE TO THE
DIFFERENCE BETWEEN
THE
AT HAZARD.

Number of equal Stakes sup-
posed to be put down, one
half by the Coffer, the o-
ther by the Setter, to be
divided betwixt them ac-
cording to the Odds, Odds,
and different Proportions of the Chances to
the



THE



THE
ART and MYSTERY
OF
MODERN GAMING.

A COMPUTATION of the Difference betwixt Casting and Setting at Hazard.



Number of equal Stakes supposed to be put down, one half by the *Caster*, the other by the *Setter*, to be divided betwixt them according to the *Nicks*, *Outs*, and different Proportions of the Chances to the

the respective Mains throughout the whole Course or Changes of the Dies. It is to be observed, that tho' there are but 36 Chances, or Changes, on two Dies, yet each winning and losing Chance being to be thrown at least double, if every Throw were valid, the whole Course would be 36 times 36. But whereas of the 36 Changes 24 only are Mains, viz. 8 Fives and Nines, 10 Sixes and Eights, and 6 Sevens, the rest being superfluous till a Main is thrown; yet after each Main each one of the 36 Chances is valid, and the whole Course is each of the 24 Mains with each of the 36 Chances to it, making in all 864 Chances, to each of which the Sum of 2*l.* 15*s.* 6*d.* $\frac{2}{3}$ being allotted as a Stake, will be 100*l.* for each Main; in all, for the 24 Mains, 2400*l.* to be allotted and divided, as follows, viz.

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TABLES

TABLES demonstrating the Inequality of the Game at *Hazard*, throughout the whole Course of the Changes and Chances.

To each (5 and 9) the Main, 100 l. of which for each Stake,
2 l. 15 s. 6 d. $\frac{2}{3}$.

Chances,	Caster's Part.			Parts of the Money			Setter's Part.			Parts of the Money		
	l.	s.	d.	l.	s.	d.	l.	s.	d.	l.	s.	d.
4 Nicks	11	02	2 $\frac{1}{3}$	all the Casters			11	02	02 $\frac{1}{3}$			
6 Outs	16	13	4	all the Setters			00	00	00			
6 Fours and Tens	16	13	4	4 to 3			07	02	10 $\frac{1}{3}$			
4 Fives and Nines	11	02	2 $\frac{1}{3}$	equal $\frac{1}{2}$			05	11	01 $\frac{1}{3}$			
10 Sixes and Eights	27	15	6 $\frac{1}{3}$	5 to 4			15	08	07 $\frac{10}{27}$			
6 Sevens	16	13	4	3 to 2			10	00	00			
In all 36	100	00	0	0 of which to the Caster			49	04	09 $\frac{187}{189}$	Setter		
				Setter's Part			50	15	02 $\frac{139}{189}$	Caster		
				Total			100	00	00	differ.		

TABLES demonstrating the Inequality of the Game at Hazard, throughout the whole Course of the Changes and Chances.

To each (6 and 8) the Main, 100 l. of which for each Stake,
2 l. 15 s. 6 d. $\frac{2}{3}$.

Chances.	l. s. d.		l. s. d.		Castor's Part.	l. s. d.		Parts of the Money	Setter's Part.	l. s. d.		Parts of the Money
6 Nicks	16	13	4	all the Casters	11	02	02 $\frac{1}{2}$	$\frac{1}{2}$	60	00	00	$\frac{1}{2}$
5 Outs	13	17	9 $\frac{1}{2}$	all the Setters	00	00	00	$\frac{1}{2}$	16	13	04	$\frac{1}{2}$
6 Fours and Tens	16	13	4	5 to 3	07	02	10 $\frac{1}{2}$	$\frac{1}{2}$	09	10	05 $\frac{1}{2}$	$\frac{1}{2}$
8 Fives and Nines	22	04	5 $\frac{1}{2}$	5 to 4	05	11	01 $\frac{1}{2}$	$\frac{1}{2}$	05	11	01 $\frac{1}{2}$	$\frac{1}{2}$
5 Sixes and Eights	13	17	9 $\frac{1}{2}$	equal $\frac{1}{2}$	15	08	07 $\frac{10}{17}$	$\frac{1}{2}$	12	06	10 $\frac{16}{17}$	$\frac{1}{2}$
6 Sevens	16	13	4	6 to 5	10	00	00	$\frac{1}{2}$	06	13	04	$\frac{1}{2}$
In all 36	100		00	of which to the Caster	49	04	09 $\frac{13}{16}$	Setter	50	15	02 $\frac{1}{16}$	
				Setter's Part	50	15	02 $\frac{1}{16}$	Caster	49	04	09 $\frac{13}{16}$	
				Total	100	00	00	differ.	01	10	04 $\frac{1}{16}$	

TABLES demonstrating the Inequality of the Game at *Hazard*, throughout the whole Course of the Changes and Chances.

To each (7) the Main, 100 *l.* of which for each Stake,
2 *l.* 15 *s.* 6 *d.* $\frac{2}{3}$.

Chances.	<i>l.</i> <i>s.</i> <i>d.</i>		<i>l.</i> <i>s.</i> <i>d.</i>		Parts of the Money	<i>l.</i> <i>s.</i> <i>d.</i>	
8 Nicks	22	04	5 $\frac{1}{2}$	all the Casters		22	04
4 Outs	11	02	2 $\frac{1}{2}$	all the Setters		00	03
6 Fours and Tens	16	13	4	2 to 1		05	11
8 Fives and Nines	22	04	5	3 to 2		08	17
10 Sixes and Eights	27	15	6 $\frac{2}{3}$	6 to 5		12	12
In all 36	100	00	0	Caster's Part	Setter	49	05
				Setter's Part	Caster	50	14
				Total	differ.	100	00

The PROOF of the CALCULATION.



The Difference of the several Mains, &c. are so much Advantage to the Setter as follows, viz.

	<i>l.</i>	<i>s.</i>	<i>d.</i>		<i>l.</i>	<i>s.</i>	<i>d.</i>		<i>l.</i>
In (5 and 9) out of each 100 <i>l.</i> —	1	10	04 $\frac{11}{16}$	for 8 Mains	12	2	08	in 800	
In (6 and 8) out of each 100 <i>l.</i> —	2	06	10 $\frac{16}{32}$	for 10 Mains	23	8	06	in 1000	
In (7) out of each 100 <i>l.</i> —	1	08	03 $\frac{11}{16}$	for 6 Mains	08	9	08	in 600	
				In all 24 Mains	44	0	11 $\frac{1}{2}$	in 2400	

Parts of the Money
given to be off.

2 to 1	is $\frac{1}{2}$
5 to 3	is $\frac{1}{4}$
3 to 2	is $\frac{1}{3}$
4 to 3	is $\frac{1}{7}$
5 to 4	is $\frac{1}{5}$
6 to 5	is $\frac{1}{11}$

Example. Suppose 6 and 10 concerned as Main and Chance, the Odds are 5 to 3, a fourth part of the Money; in a Four Shilling Stake the Setter must have 5*s.* the Caster 3*s.*

*Some Useful OBSERVATIONS upon
Unequal or Bubble Betts at Hazard.*

THE first is, when 6 and 7 are concerned as Main and Chance that it is determined in two Throws, I call a Bubble Bett ; as for example,

- | | |
|--------------|-----------|
| 1. For Seven | 6 Chances |
| 2. For Eight | 5 Chances |

	11
Two Throws	2
	22

Whoever betts it is off in Two Throws, has Two Advantage-Chances every Cast ; for the half of the Chances are 18 and no more ; so that the Bubble has 22 Chances against him in 36, the whole Course of the Dies.

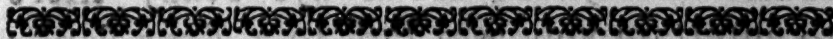
When

When 7 and 8 are concerned (and so in 7 and 6) it is a common Bett to lay a Guinea to Half a Crown, that the Doublets don't come up before 7.

- | | |
|---------------------|-----------|
| 1. For Seven | 6 Chances |
| 2. For Eight or Six | 5 Chances |

11

It is just Ten Half Crowns to One, that the 2 Fours or the 2 Threes don't come up before 7, instead of a Guinea to Half a Crown. These Betts have been long in use, and it's plain they are unequal; whoever therefore offers them, may be justly call'd a Gamester and Sharper.



I Doubt not, but you have observed in (6 and 8) the Main, that the greatest Advantage to the Setter, is 2l. 6s. 10d. $\frac{16}{397}$, sometimes less according to the Mains.

And

And that you have also made this Remark, that there are several Persons that never Cast at Hazard, which is easy to account for ; it is, because they find a considerable Advantage in not Casting ; for undoubtedly in length of time Odds, altho' never so small, will be felt ; for Box-Money is an Article of greater moment than perhaps you may think of, as you will be fully satisfied henceforward.

Yet a Gaming-house never complains of these Poachers ; the reason is, if one don't Cast, another will. For there is commonly more Fools than Knaves at a *Hazard* Table. Besides, these Lurchers take care to

* *To speak
in Praise.*

* Clark you up for the Interest and Good of the House, and are always ready there to entertain you as a Puff to a *Faro* Bank ; I mean, they shuffle with you after this manner, that they love the Game, but pretend they are † tyed up from Casting ; but in fact it is to save the Expence of Box-Money,

† *To pay a
Fine.*

Money, which I shall take particular notice of in its place.

The Game at *Hazard* is certainly play'd nearest an Equality at the Groom-Porters of any Place; and this Advantage, which I have taken notice of to you betwixt the Caster and Setter, has been considerable enough to be observed there also; for Gentlemen now-a-days play after this manner (especially the cunning ones): *Sir, Whatever Sum you set me, I will do the same to you*; so by this Agreement the Game may be played equally.

The Groom-Porters Dice are much the fairest; and the most valuable thing of all is, That special Care is taken to prevent all Abuses of any kind whatsoever, to set you right in all Cases, and to avoid all manner of Disputes, which is much to be doubted in other Places for Reasons hereafter.

I must

I must observe to you, that the *Court of Requests* and *St. Mary le Bone* are not privileg'd Places for *Gaming*, as the World imagines. The Learned in the Law are of Opinion, that the Groom-Porter has no right to keep a Gaming-house in any Place except in the Court where the PRINCE resides, tho' his Servants are hackney'd up and down the Countries every Year to *Newmarket*, *Bath* and *Timbridge-wells*, as if they had a Licence for it. It were to be wish'd, that an Enquiry were made into these Practices, by reason of the great Cries and Complaints that are at this Juncture made against excessive Gaming. *Vide* the 9th of *Anne*, *Cap. 14.* for farther Information.

Before I proceed any further, it is necessary I should give you some small Proof how valuable the Profit of a Box is: I was once an Eye-witness of what follows.

of GAMING detected.

25

Two Gentlemen, whom I well knew, came into a Gaming-house about eleven or twelve a Clock at Night ; the Company was just broke up, and gone away ; however they agreed to sit down and divert one another for Half a Guinea a Main, till more Company might come. They continued thus till Morning about eight or nine a Clock, the Affair ending with the Difference only of Half a Guinea betwixt them ; but you must note, they had in Silver, when they came into the House, 3 *l.* 10 *s.* ; when they parted, each of them was obliged to change Half a Guinea to pay the Box. Now it is a plain Case, that the Box and Box-keeper got 3 *l.* 12 *s.* at 12 *d.* Boxes ; and had they continued playing, it is odds but the House would have stript them both.

Nothing is more certain or better known, than that a House in *Covent-garden* has took 30 *l.* a Week Box-Money, and in one Year there has been taken out at sundry times 1500 *l.* This proves what I propos'd to

E

you,

you, and I think it is a fair Demonstration that *Hazard* is a very expensive Game, since all this Money comes out of the *Casser's* Pocket.

■ Going the
best of the
Chances.

There is another Expence which I shall take notice of, which is, **Catts* to the Overseer or Judge of the *Hazard* Table (at the Groom-Porters called a *Deputy*) an Office worth at least 7 or 800 *l. per ann.* and so proportionable in Places of less Repute, beside a number of other Servants handsomely supported by the Company.

† Original-
ly Groom-
Porters, from
the Latin
Word *Vul-*
turius, a
heavy Die,
as *Plautus*
observes.

And yet after all this unconscionable Extortion, there's something worse to come. You are not safe at any Place (the † Groom-Porters excepted) notwithstanding your Generosity to every one. For it is seldom a Gentleman comes into any of these common Gaming-houses from taking a Bottle, but instantly he is attack'd on every side, and deem'd a good Prize; and if he loses not his Money upon the Spot (as sometimes Accidents will happen) he is taken
off

off to the Tavern, and 'tis great odds if he is not compleatly finish'd there ; I mean, it is about a thousand to one but he is so unlucky, as to come away clean stript of all his Money ; and if there be no Demand upon him the next day, it may be said he is very fortunate.

Observe, that Gamesters ply at and about *Hazard* Tables, as Porters and Chairmen do at Chocolate-houses, if not there, always within Call.

Although I have said much to you in favour of the Setter, I advise you not to be over-fond of Setting, tho' seemingly it appears your Interest ; my reason is, because I know there are many Casters that can fling half a dozen Mains together without sweating or blushing.

A Person that can perform thus, may be properly called a good Caster ; the Rule is, The sooner the Business is done, the better ; no Time ought ever to be lost ; for they

remember the old Proverb, *Post est Occasio calva*, The faster you nick, the quicker the Bubble comes down, as the Phrase is. All this and more is performed in less time than you have been reading the preceding Pages.

It will take up some time to make an Operator ; 'tis matter of Practice, joyn'd or mingled with a *Quantum sufficit Impudentiae*, to go through the whole Course. And tho' always I fancied there was something so extraordinary in the Action, that a Man that had but a tolerable good Nose might smell Powder, yet I protest the following Operations do pass upon most Men as current as any false Coin.

The Three first Frauds, too often practis'd, I shall take notice of, with the manner of the Operation,

1. *Loaded and Scooped Dice.*
2. *Flatts and Barrs.*
3. *Chain or Link'd Dice.*

And

And first, *Loaded or Scooped Dice* are either high or low, and changed as often as the Main and Chance, or Occasion requires; there is no great Art in it; it is disguised several ways, more or less, according to the Person that undertakes to change your Dice; a good Air, a pleasant Joke or something out of the common Road, is always made use of to divert both Thoughts and Eyes upon any thing but what he is acting; for upon the least Jealousy these things will neither bear Observation, nor stand the Test.

Upon a small Enquiry it is easy to discover these Dice; first, if you handle them, they are either too heavy or too light; secondly, when they are shook in a Box, they cause a different Sound or Noise, as if the Box was crack'd; lastly, by their running along the Table a great length without ever turning, for every one knows that all things will fall to Gravity, and so continue, except some Cause intervene.

This

This gives me occasion to say something of little *Dick Fisher* so often called upon by the Caster, when his Chance is Four or Five ; what must be done then ? Why you must put in a low Die (called a *Doctor*) ; after that, says a Confederate of his, pray, Sir, hold up your Hand and drop the Dice upon your Money or Snuff-box (meaning that Gravity may take place) you will certainly fling Four, which really is odds but he does ; for if one Die is not sufficient, he certainly changes both to make it safe.

This little *Dick Fisher* is often called upon by Persons that can give no reason for it more than Custom ; but the true reason is, that he was a noted Sharper and remarkable for using loaded Dice even to his Death.

Flatt and Barr Dice.

Such as *Quatre-Trois*, *Six-Ace*, and *Cinq-Deux*, are made new by the Die-maker,

maker, who has a Rule certain to give a sufficient and sure Advantage in the making them, not discoverable without a strict Examination; whereas *Loaded Dice* are easy to *Scoop* or *Load*, either with Lead or Quick-silver, and the Operators are commonly capable to do that part themselves, being always provided with a Sett of Tools for such Purposes, which they carry in their Pockets as part of their Equipage. The Use of these Dies are valuable (for a Man can wish no more than to know how the Dies will run) to prise by; for it is seldom or never that a Prise is refus'd, because it is well known that all Prises are equal.

Another Use and Advantage is, suppose (according to a late Custom in calling of Mains) you say Five is the Main, and a pair of Flatt *Quatre-Trois* are down, the Advantage is, you may nick, you cannot sling out, or you have *Quatre-Trois* for your Chance. As it would be needless to say more, I leave you to consider how many

ny and great Advantages there is in the different sorts of the Dice. You may take it for granted, that you can play at very few Places, but you will have some of these or other Tricks put upon you unless you have *Argus's Eyes*.

For tho' every Gaming-house mark their Dice with some certain Figure, it is well known, that it is common to take away a pair of Dice at any Table; and there is few Workmen, as I have observed, but can readily grave the same Mark on another Pair of Dice equally like them, and not to be discover'd by a Bubble.

As there are three sorts of *Flatt Dice*, such as *Quatre-Trois*, *Six-Ace*, and *Cinq-Deux*, so there are the same sorts of *Barr Dice*. The Difference is this: That as a Pair of *Flatt Six-Aces* commonly come up oftner than any other Seven, so a Pair of *Barr Six-Aces* seldom or never come up because the *Six-Ace* falls away from the Center

Center towards each corner, that the Die will not easily lie upon that Point.

These Dice are made always proportionable to the Impudence of the Operator ; for you must know, there are some made so very strong, that you may discover them as soon as put upon the Table ; a modest Man takes more Caution. So much for that.

Chain or Link'd Dice.

So called from their being made fast together so nicely, with a Horse-hair or Wire stain'd to the Colour of the Ivory, that it is difficult to discover it at any little distance from you, more especially by Candle-light. These Dice pass upon all Persons that have not been acquainted with them ; *Six-Ace* and *Six-Ace*, *Quatre-Trois* and *Quatre-Trois* every way : If you escape this Operation, it may be justly said that you are very lucky.

N.B. *Observe always to let the Dice have Play enough when you tie them together, that*

F

they

The Art and Mystery

they may fall readily ; otherwise they will ride , and your throwing them down may cause a Dispute, and so prevent the Operation.

When these appear, the Caster takes as many Nicks upon you as he thinks convenient, or at least as many as your Patience will bear ; and when that is worn out, a Brother of his (who commonly plays with you to keep the Cause in Countenance) snatches up the Dice in a pretended Passion, and swears there shall be no more Nicks with these Dice, so puts them in his Pocket, and addressing himself to the * Bubble, says, *Sir, did you ever see the like before in all your Life ? Why in good truth,* replies the heedless Gentleman, *we are both very unlucky ; I never saw so much before in the whole Course of my Life, so many Nicks ! In short, Strip is the Word, and so it ends ; The Box-keeper comes up, and says, Sir, I hope you will be pleas'd to give me the Dice before you go. You Son of a Whore,* says the Puff-Confederate, *did I ever keep a pair of your Dice ? Here, take them, Sirrah* (so gives

* *That doth
not foresee.*

gives him another pair for the Bubble to look at) *what should I do with your Dice, you Scoundrel?* Thus they part, displeased to all outward appearance, in order to meet again in private to reward the Box-keeper for his being blind ; In fine, *Chain Dice* are the Devil ; you have no Chance to escape, as you have with *Loaded* or *Scooped Dice*, or *Flatt* or *Barr Dice* ; for it would be impolitick to make the former Dice so strong, as constantly to come up ; the Intention of them being only by length of time to work you out of your Money, and is a sufficient Advantage, and was formerly thought so ; but it has happen'd, that some Men's good Fortune has over ballanced these Odds and Advantages, tho' so very great ; for how often do we see *Ten* and *Four* come up before *Seven*, which every one knows is Two to One, enough to win the World ; nay, it has been observed, that when ever a Sharper plays upon the Square, he commonly loses his Money. Therefore this and many other ways have been found out to put it out of the power

of Chance or Fortune, call it which you please.

I now proceed to the other Five ways in use at *Hazard*, much superior to those I have already treated of.

1. *The Eclipse.*
2. *Waxing.*
3. *The Manner of using the Grate-Box.*
4. *Topping.*
5. *Sighting of Dice.*

The *Eclipse* is securing a Die on the outside of the Box side-ways ; it is much us'd at *Passage*, and at most at Three Throws, as well as *Hazard* ; to discover which, the Box does not produce the same Sound; and observe also, that you will always find one Die near the Place where the Box was stamped, and the other remote.

The

The Reason is, because if the Die in the Box is stamped, which must be, the Box, when taken up, wou'd shew a greater distance between the Two Dice, than the Circle of the Box will admit of, which is sufficient to induce any one to believe that both Dies were not in the Box. Therefore the Die in the Box being easily stamp'd down ; that that you have secured (with your Thumb or Fingers) may be also landed, the other is flurried away a little distance from you to avoid Suspicion. Observe this as a general Rule in all Cases (except the inside top) that the Dies are seldom or never fairly together, as they are at other times when you play upon the square ; but that I may venture to say is *seldom or never*.

This is the quickest Operation of any, and it is almost impossible to conceive (without you see it done by an Artift) with what Celerity it is perform'd.

WAX-

W A X I N G.

Wax is made use of to supply the want of Art in securing a Die ; it causes a Die to hang firm and secure to your Fingers. There are few that can perform well without it, therefore those that can I esteem Masters of the Art.

This Invention has done a great deal of Damage to Gamesters ; it has introduced numbers, that never would have been capable of Operation were it not for the Use of Wax.

This was soon known to the World. The *Tatlers* or *Spectators*, I know not which, gave the Town an Account of it to this purpose : *That a Gentleman was lately gone to Bath, famous for inventing a Wax to cause a Die to hang to his Finger as he pleas'd, and that he was a very ingenious and great Master in the Knowledge of Dice.* Therefore he desired every one to

s

take

take particular care to avoid and shun him. Being so exactly described, it was soon known at *Bath* who this Person was ; so that he was obliged to fly from thence to his old Quarters at *London*.

I am told there is several ways to make this Wax, but the best is *Gum-Mastick* and *Tallow* ; all the Difficulty lies in the Mixture, that the Die may not stick too fast to your Finger ; for when the Box is stamp'd, that Moment the Die will quit your Finger, especially if the Wax is well prepared.

The G R A T E.

The *Grate* is a Box made with great Ingenuity, and like another, excepting that it hath a Spring at the top, which, when press'd on, causes an Opening that shews you both the Dice ; and when you take away your Finger, it falls and closes. You must have a good Light sideways and behind you, lest you make a Mistake, and take

take care by the turning of your Arm, that you bring the Part that opens directly to you. It is plain, that this Operation will quickly strip a Man ; these Boxes are become scarce, because the Inventor and Maker is dead.

However there are many cut with a Knife on a common Box : Thus one Inch $\frac{1}{2}$ long and one Inch $\frac{1}{8}$ broad, is sufficient for the Dice to be plainly seen ; these Boxes are changed as often as is convenient. I don't approve of this Method, tho' it is much used, because the Operator may easily be discover'd, which he cannot be in some other ways, as I shall soon make appear ; I shall therefore say no more on this Head, but proceed to the next Branch, which is called

T O P P I N G two ways.

The first I take notice of is justly called so, because it is securing a Die on the Top or Rim of the Box with your Fore-finger

finger ; it requires a great deal of Practice before you arrive to do it finely ; but when known, it is very easy to detect the Operator ; clap your Hand suddenly upon the Box and his Finger, while he is shaking the Die in the Box, and press hard, you will find it under his Finger ; for it will be out of his Power to let the Die fall into the Box. The Box cannot be safely stamp'd this way, the Die being apt to change Place ; therefore the Caster is obliged to shove or slur along the Table. A Die will run a great length secure, especially upon a Table that is prepared for that purpose ; you may take one Die betwixt your two Fore-fingers, and secure it on the Side of the Box, and so slur away upon the Table ; but this is a slovenly way.

The second way is securing a Die within the Box, and delivering it stamp'd. This is the Perfection of Workmanship ; it admits of no Conviction ; the Box and Dice are fair ; yet it is always in the Operator's Power to sport and play with you, as seems best to
G him,

him. You have no reason to suspect any Imposition, except it is Want of Sound ; and tho' a Man would think it easy to distinguish when both Dice are at liberty, and when not, there are several so expert as to deceive you even in the Sound ; and if you should be so curious as to desire to see the Dice, and put them both in the Box yourself, I promise you that a Die is to be recover'd in a very little time, and according to the Operator's Interest or Inclination.

I shall only make this Observation in general, in respect to the Advantage : That to secure one Die is making the best and worst Chances always equal ; as for example, Suppose the Caster is chanced Four to Seven, it is plain, if an Ace is secur'd, it makes it equal, there being as many ways for a Three as for a Six ; but in many Cases it is all secure ; as, when Five or Six is the Main, and you are chanced Seven, Eight, Nine or Ten, securing a Six makes the Chance safe, tho' it may require a great many Throws before it is decided.

This

This I approve the safest and best way that ever was found out, and I have given you sufficient Proof of it ; so that it would be needless to say more. I come now to my last Proposition.

S I G H T I N G.

To *sight* (and peep) as the Phrase is, you must have a smooth Box, *i. e.* a Box without circled Ridges on the Inside, and flat at bottom, that you may peep or *sight* as Occasion requires. This Advantage is not so certain as some of the former ; but it is sufficient to undo any one, tho' not so soon.

N. B. *All fair Boxes have Ridges on the Inside, and a Steeple arising from the bottom, that the Dice may turn and change Place with every little Motion.*

To *sight* the Dice requires a thorough Knowledge of the Variety of Chances as well

as a Readiness for the Operation ; it is performed as quick as thought, and takes up a great deal of time before you become a Master-workman. It is thus performed.

Bring both Dice to hang upon your Finger, bearing at the same time against the Rim of the Box on the inside, and you will see the Sides of both Dice ; with a Swing, or circling your Arm flowly, land them with an easy Stamp ; for by the Sides you know the Tops and Bottoms ; if you don't like them, bar or fling them out, by which you obtain two Chances to one every Cast.

Now if by any Accident your Eyes shou'd glance, and give you the least occasion to suspect he is doing what he ought not (tho' you know not what it is) you may perhaps say, what is that ? or, I don't like that way of throwing ; Box-keeper, how was that ? Very fair, Sir ; names the Cast, and so the Game goes forward.

N.B. The Box-keepers are always in the Secret.

I come

I come now to a Conclusion, having given you the best Account, I am capable, of the several Frauds at *Hazard*; and I promise you I have not reserved any thing for my own private Use, nor can I perform the least part of it; however, I hope you won't have a worse Opinion of the Work, because I can't act in it. It is an easy matter to produce numbers that can; and I think it would not be an unpleasant Sight to see the whole Course perform'd by some masterly Hand, especially without paying so dear for it; for visible things are best known by being seen. The Blind wou'd know Light much better, if their Eyes were open'd, by one Glance thereat, than by all the most accurate Discourses upon Light, which before were, or could be read to them; and yet before they apprehended there was such a thing, tho' not so satisfyingly as by their actually seeing it.

For my part, I can believe many things that I have read and heard talk of, which I have never seen, tho' they appear seemingly

ly high Improbabilities. In my Life-time I have seen many strange and surprizing things to outward Appearance ; but upon a more strict Enquiry, that Strangeness soon disappear'd, and they became familiar and easy to me ; it is just so with most Men. For example,

When first you saw the famous *Fawkes* perform his Dexterity of Hand, I doubt not but it appear'd wonderful, that a Man's Actions should be quicker than your Eyes, and yet no Conjurat[i]on at all in it, and you see plainly it is so in many things ; I therefore beg the Favour of you to make a diligent Enquiry into what I have set forth in this short Treatise of Play, and you will soon become Master of these seeming Mysteries. In fine, it is only a *Deceptio Visus* in this as well as all other things of the like nature ; and till you become acquainted with these Affairs, I tell you it is dangerous to play at any Game whatsoever.

I shall

I shall instance in a very low Game in order to prove and make good my Subject, which is, *Hat-farthling*, a Game in esteem with Boys, though sometimes play'd at by Men, because it appears to be equal, and free from Deceit; the Simplicity of the Game introduces any one into it; but let me tell you, that there is as great a Cheat in it as the Variety of the Game will admit of.

E X A M P L E.

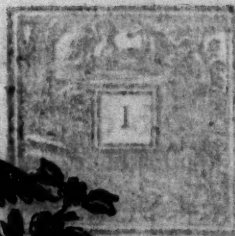
Take a Guinea, or any piece of Money free from Crack or Flaw, nick or notch it round one Side of the Rim only, put it into a Hat and shake it according to Custom, then fling it down on a Table. Nothing is so easy now as to know which Side is uppermost; the Side nick'd or notch'd will fall dead, like a piece of Lead, or any thing that is crack'd; the other Side, when it falls, produces a clear Sound, and rebounds when thrown down: So being thus acquainted

acquainted two or three times with the difference of Sound, you will guess right for a hundred times together, which is doubtless a sufficient Advantage to win all the Money in the Universe.

*A General Rule for the Probation
of D I C E.*

To find out readily the Nature of all Dice whatsoever, put them into a Pale of Water about 14 or 15 Inches deep, or deeper, and you'll know the Propension or Inclination of the Cube from the Law of Gravity ; for tho' a pair of Dice may be contriv'd by a cunning Artificer so as to appear fair, they may prove otherwise : Therefore try them many times after this manner ; 'tis the surest and nicest Method to arrive at the Knowledge of the Truth of their Make. This known gives you a very considerable Advantage, and may be justly said to be a principal Part in the Art and Mystery of Dice. *Example.* Suppose a pair
of

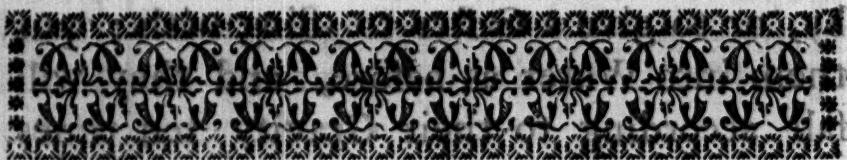
of Dice not *Loaded* nor *Scoop'd*, but made for some particular Purpose, such as to prize by, or to give a Caster to fling with; put them into Water as before, and they will fall according to their Gravity ten times together; whereas square Dice will vary almost every time this Experiment is made.



H

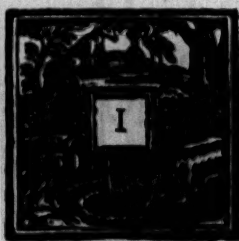
CARDS.

of Dice not Loaded nor Scoop'd, but made
for some particular Purpose, such as to prize



together; whereas square Dice will vary
almost every time this Experiment is

C A R D S.



Now proceed to the Art and
Mystery of *CARDS*.

It would be a difficult Task,
as well as unnecessary Trou-
ble, for me to treat on the many and dif-
ferent Games play'd with the Cards, and
now in use among us; it would swell to a
large Volume, and employ more Time than
I can spare; I shall therefore only take no-
tice of some particular Games most in vogue,
because those Advantages may be transfer'd
to all Games, few or none excepted.

Nothing is more certain, than that there
are Frauds, greater or less, in all Games
I whatsoever;

whatsoever ; to prove which, I think it proper to begin with *Faro*, because it gives perhaps as great a Latitude to deceive as any Game: But the better to introduce my Design, I must beg leave to make a few useful Observations, in order to draw an exact, true, and easy Plan of *Faro* ; and I make no doubt but you'll then allow, that *Faro* is the most dangerous and wicked Game that ever was invented. I have been told, that *Faro* and *Basset* were forbid in *France* with severe Penalties, and no doubt for just Reasons. Since that, both Games have been in mighty vogue in *England*, especially *Faro* ; the Reasons are: First, the Game is mighty easy to learn: 2dly, It appears fair: And, 3dly, 'tis a very quiet Game.

These, I suppose, were the great Inducements that engaged our English Gentlemen to play at it as often almost as they came where a *Faro* Bank was kept.

H 2 After

After the Gentlemen had learnt it themselves, they taught their Wives, the Wives their Children; in short, it was so perfectly learnt, that there was scarce a Family of any Fortune or Fame but knew how to play at it readily; and it has been observ'd, that the Father, Mother, and whole Family, have been seen to play altogether at Publick Wells, such as *Bath, Tunbridge, Epsom, Scarborough, &c.* But what is most remarkable is, that their Children, little Boys and Misses, standing behind them on Chairs, have been taken notice of to watch the winning and losing Cards as correctly as their Parents; and when a Card had lost three times, would cry out presently, Pappa, let me go a Shilling upon that Card, it has lost three times; withal my heart, my Dear, replies the fond Parent, and I will go half a Guinea more.

The Gentleman that was pleas'd to calculate the Odds at *Faro*, gave a very favourable Report of it to the Town; so every one

one took it upon trust without farther Enquiry. I shall only say, it was lucky for the *Faro* Bankers, that the Game was so great a Stranger to us, as not to be then perfectly understood.

If I mistake not, the reputed Odds were under *Four per Cent.* then. I will not pretend to say what they are at this day; but this I am well assur'd of, that every Pull (meaning the Card drawn on each side) makes the Odds vary throughout the Pack, as will be proved presently: For as the Doublets are a considerable Branch of the Profits and Advantages of the Game for the *Bank*, and the coming of those Doublets being so doubtful, that it may be said the Calculation can only be made upon supposition; I therefore now proceed to prove, that *Faro* may be play'd to more or less Advantage: Suppose a Person to put down twenty Shillings upon a Card, when only eight are in (as has been frequently seen) every one that plays, knows that the last Card is a Cypher, therefore you have four
Places

Places to lose, and three only to win, the Odds against you is 4 to 3, a seventh part of the Money given away, which is about 2*s.* and 10*d.* in twenty Shillings; in a hundred Pounds it is 14*l.* 5*s.* 8*d.* $\frac{1}{2}$ *per Cent.* Likewise when ten Cards only are in, then 'tis 5 to 4 against you, a ninth part of the Money, and so in proportion throughout the Pack. I appeal now to common Sense, whether the Game may not be play'd to more or less Advantage; tho' I have heard some Men impudently affirm, that the Game is the same, play it which way you will; and their Ignorance has led them further, to offer to lay a hundred Pounds of it; for which reason it has been believed without further Enquiry. I say, it was a very good Bait to catch Fish with. However, to proceed; the Odds, from the Beginning of a Deal, are almost insensibly stealing upon you every Pull, till from the first supposed 4 *per Cent.* it becomes, you see, 14*l.* 5*s.* 8*d.* $\frac{1}{2}$; I hope a fair Demonstration. It may be thought not unreasonable to consent to these Odds (if no other Advantages

Advantages were made use of) on the Banker's Side, by reason of the vast Expenses that attend a *Faro* Bank, besides the Attendants and Loss of Time. I promise you, that those Odds before mention'd have not been thought sufficient, as I will leave to your own Judgment when the Charges are fairly stated, which will appear in a proper Place hereafter.

However, without losing much Time, I shall instance a remarkable thing, that hath not been so strictly observ'd as to alter the Custom of taking the Premier, when two Cards are put down and a Premier put before them.

Suppose a King and Queen a Guinea each, and a Guinea the Premier. After which, some Pulls pass, at last up comes the King on the right hand for the Banker, and the Queen on the left for the Punter, the Dealer takes the Premier as his Right without ever blushing, which is a very great Injustice in this Game; for he ought to take
nothing

nothing, since he might as well take it out of your Pocket.

Observe, that the first Card, being pull'd or drawn, is not valid till the second appears ; therefore the two Cards may in one Sense be said to be but one Pull ; for they are so much one, and have such Dependance on each other, that if the second Card is never pull'd, the first is useless. So when these Accidents happen, as they frequently do, you neither win nor lose. On the contrary, if the King comes and the Queen does not follow the same Pull, the Dealer then has a Right to the Premier, but not otherwise.

But the general part of Mankind have suffer'd themselves to be impos'd on, without ever considering the Inequality of such a Stake. 'Tis a plain Demonstration, that they did not know what they were doing ; if they had, they would not have comply'd with it.

This

This Advantage taken by our English Bankers was never allow'd in *Spain* nor *Portugal*, where I presume the Game is as well understood as in *England*. I well remember this Accident happen'd to a Foreigner (who spoke a Language the Company did not understand) which caus'd as great a Confusion as I ever saw about a Crown-piece only. At length the Stranger made Signs to prove and shew them he had lost nothing. In the interim comes in a Gentleman that understood the Foreigner, who appeas'd the Matter for the present; and it was mutually agreed, that the Crown should be left in possession of the Bank, till it could be determined by Men of Judgment: Accordingly the next day it was judg'd in favour of the Foreigner, that it was unprecedented abroad; the Crown was return'd, and the Affair amicably ended. Notwithstanding this, the *Faro* Bankers have believ'd they might be more free with their own Country-men than Foreigners, and therefore have continued their first Custom to this day.

I

But

But before I proceed any further, it will be necessary to lay before you the true and just State of the Annual Expences of a *Faro* Bank, when it was in its meridian Splendor. I shall be very particular, which I hope the Reader will forgive.

For a Dog-kennel, or a Room before uninhabited, in the Play-house Passage next *Bridges-street Covent-garden*, 100 *l. per Annum*, upon Lease for a Term of Years 200 *l.* Fine, besides Wainscotting and Furniture in the best manner (as has been seen) fit to insnare the best Company, before the Shop could be in Order for the Proprietors to lay down an hundred Guineas for a Bank.

The

The ANNUAL EXPENCES of a
FARO BANK.

	<i>l.</i>	<i>s.</i>	<i>d.</i>
House Rent	100	00	0
1 Croupe at a Guinea <i>per Week</i>	54	12	0
3 Puffs at a Guinea <i>per Week</i> each	163	16	0
A Door-keeper and Waiter half a Guinea <i>per Week</i> each	54	12	0
A Maid-servant <i>per Annum</i>	5	00	0
To Mr. A----- V-----s for Cards	171	12	0
Wax Candles	50	00	0
Tallow Candles	20	00	0
Extraordinary Expences, such as Suppers at F-----ns, &c.	150	00	0
Champaigne, Burgundy, French Claret, and Rack-Punch from J. S-----s	150	00	0
Safeguard Money	105	00	0
Total	1024	12	0

The Nature and Management of the Partnership.

Bromius
and
Ballannus } Principals.

Lupinus
and
Julius } Small Shares to do the Duty, the
Principals being above acting
themselves.

Argus, a
Croupe } A Person to take care no Mis-
takes are made by the Dealers,
either by overlooking the Cards
or miscounting the Cash.

3 *Puffs* } Capt. *Archer*,
Capt. *Sinkinton*,
Capt. *Merryman*.

It is necessary, before I proceed, to tell
you what a Creature a Puff is. A Puff to
a *Faro* Bank is as a Brace-bird to a Bird-
catcher, always upon the Spot, in order to
tempt

tempt you to sit down to play. For as the Brace-bird is frequently hoisted up upon a Twig, to decoy the harmless Birds, that fly carelessly by, to light upon the Nets: Just so is a Puff to a *Faro Bank*.

I make no doubt, but it will be a greater Surprize and Matter of Wonder, when I declare to you, that Gentlemen and Ladies of good Fortunes, who make a handsome Appearance and keep an Equipage, have been tempted to do the mean and scandalous Office of a Puff to a *Faro Bank* and *Fair Chance* at publick Places.

Can any thing be thought more base or treacherous, than for such Persons, who come to make a Figure at those Places, to condescend so low, as to lay Traps and Snares with Gamesters and Sharpers to undo the rest of the Company, when at the same time they appear the very Pink of Honour and Civility to every one that is not in the Secret. It may be said therefore,

5

that

that few People know the secret Springs of Play.

I have said, I hope, enough by way of Introduction; I shall therefore now proceed to shew you how you are to be treated when you sit down to play at *Faro*.

But before I produce the first Table for *Faro*, it will be necessary to know, that the Card-maker will make up any quantity of Cards according to your Directions at usual Price, not knowing, I presume, the Use and Design of them; nor is it their Business to inquire, for many Reasons.

And as Gentlemen differ much in their manner of Play, it has been thought worth the Banker's while to find out several ways to be provided for those different ways of Punting.

Some cock (or continue) their Card if it wins, others transfer to the losing Card, and

and many draw a Card from their Book every time by chance. Therefore the first Table shews you, that every Card is to win and lose by Succession.

13	13	13	13
Diamond King	Heart King	Club King	Diamond King
Club Queen	Diamond Queen	Heart Queen	Club Queen
Spade King	Club King	Diamond King	Heart King
Heart 10	Spade 10	Heart 10	Diamond 10
Diamond 8	Heart 8	Diamond 8	Spade 8
Club 8	Diamond 8	Heart 8	Club 8
Spade 7	Club 7	Spade 7	Heart 7
Heart 6	Spade 6	Heart 6	Diamond 6
Diamond 4	Heart 4	Diamond 4	Club 4
Club 3	Diamond 3	Club 3	Spade 3
Spade 3	Heart 3	Spade 3	Heart 3
Heart 1	Spade 1	Heart 1	Diamond 1
Diamond 1	Heart 1	Diamond 1	Club 1

TABLE

TABLE I. FOR ENVO.

TABLE I. For FARO.

Diamond 1	Heart 1	Spade 1	Club 1
Heart 2	Spade 2	Club 2	Diamond 2
Spade 3	Club 3	Diamond 3	Heart 3
Club 4	Diamond 4	Heart 4	Spade 4
Diamond 5	Heart 5	Spade 5	Club 5
Heart 6	Spade 6	Club 6	Diamond 6
Spade 7	Club 7	Diamond 7	Heart 7
Club 8	Diamond 8	Heart 8	Spade 8
Diamond 9	Heart 9	Spade 9	Club 9
Heart 10	Spade 10	Club 10	Diamond 10
King	Club	Diamond	Heart
Queen	Diamond	Heart	Spade
Knave	Heart	Spade	Club
13	13	13	13

In all 52

N. B. This is a plain Method; and for Demonstration's sake you may lay the Cards as irregular in the Numbers as you please, it answers the same Intention. The

The Pack unopen'd, but laid according to the preceding Table.

First open them, and begin thus.

Take off the first 13 Cards, shuffled over and under one by one, and lay them down upon the Table; serve the next 13 Cards the same, so to the last 13, making 4 Parcels, which compleat the whole Number 52.

Shuffle each of these Parcels separately, making as much Variety as you please with each Parcel; it alters not the Design, as I said before. Observe carefully to put each Parcel one upon the other, and hold them pretty tight; then with your Thumb and the two middle Fingers of your right hand draw off one from the top, the other from the bottom at the same time, so throughout the Pack; then make a sham Shuffle, as you may have seen practis'd often before; then deal away your Cards, being first cut,

K

and

and each Card will win and lose by Succession throughout the Pack.

Observe then, when you alter the Course of the Cards, that those Cards will not serve a second Course; you must therefore fling them under the Table, and take a new Pack, which is the reason that a *Faro* Bank uses so many Packs of Cards.

The next Table is very different from the preceding: It shews you, that those Cards that win, win four times; and those that lose, lose four times through the Pack; with the manner how they are to be dispos'd of, so as to come up afterwards according to your pleasure with all the Ease imaginable.

Observe, that tho' there are as many winning as losing Cards, except one, in a Pack of Cards; yet they may be so artfully manag'd, as to secure any Card, that hath a Sum of Money depending upon it, to come up in the Place you shall think fit; which

which is what I propos'd at the beginning of this Treatise.

This Method is like shooting with white Powder, that does Execution and makes no Report ; I may therefore say with the Poet,

*Fistula dulce canit, volucres dum decipit,
auceps.*

I now proceed to Table II. at *Faro*, call'd *Even and Odds*.

N. B. *The Cards divided according to the following Table, I cause 2 Queens to win, and 2 to lose ; and divide the Pack as you please, it will not in the least alter the Design.*

K 2

TA.

The Art and Mystery

TABLE II.

<i>Even Cards</i>		<i>Odd Cards.</i>
1	Queen	I
2	10	5
3	2	7
4	6	Knave.
5	King	9
6	8	3
7	4	7
8	2	Queen
9	King	5
10	10	I
11	6	9
12	4	Knave
13	8	7
14	King	3
15	2	I
16	10	Knave
17	6	9
18	4	3
19	Queen	7
20	8	I
21	2	5
22	10	Queen
23	King	9
24	6	3
25	4	5
26	8	Knave

26

2

52

The

The Cards so placed, do as before ; with this difference, that you take 26 Cards instead of 13.

Lay them down upon the Table, then you may serve the other 26 Cards as you did the first (if you please) ; my reason for it is, that you may be certain your Numbers are right.

Now you may shuffle each Parcel (being 26) as confusedly as you please ; then put them together, and draw them through your Hand from top and bottom, as before instructed ; then cut and deal away, and you may depend upon it, that those Cards that win, win four times ; and those that lose, lose four times throughout the Pack.

'Tis necessary for you to know, that in case the Punter should change his Rule of Play, how you may as readily change the Course of Cards too, and so be provided against all Accidents whatsoever.

The

The first Card that is pull'd or turn'd up shews what Cards are to win that Deal, and what to lose ; now if by accident the Punter wins the first Card and continues it, you must then draw a Card next to the bottom Card, and it will alter the whole Course. Perhaps you may fancy this difficult to be perform'd ; but, by the Assistance of the Croupes and Puffs who know the Course of Cards as well as the Dealer, nothing is more easy : 'Tis the first thing they are taught to understand, and upon the least Notice given (by the Dealer) they immediately do their Duty ; for you must know there is Order in this Society as well as in others ; and in case any Miscarriage should happen through the Neglect or Carelessness of a Croupe or Puff, he certainly receives a severe Reprimand from the Commanding Officer, and for a second Offence it is odds but he is turn'd out of the Company's Service.

When

When the Banker has you thus in hand, he commonly (with a low Bow) shews the bottom Card at the first setting out to remove all Suspicion ; but at the same time takes care to get ready the next Card to it, or the next to that, according as his little Finger slips in at bottom:

Now you must know, when he has occasion to draw a Card, he either treads upon the Croupe's Toes, or makes a private Signal to the Puffs ; so one of them readily puts his hand cross the Table, in which time the Card is drawn and the Mischief done.

Tho' there are many Blinds and different Ways for this Operation, the very worst will pass upon a Bubble.

The Cant Name on this Occasion is *Bulking*, so frequently practis'd ; and the Puff not thought of to be a Confederate with the Bank makes the Action less remarkable.

markable or suspected. But it may be said, 'tis impossible for the Banker to win so many different Cards as may happen to be upon the Table at one time, tho' 'tis very true; I must therefore remind you, that the more Company the greater Confusion, so consequently the greater Opportunity to put these Rules in Practice. Now, whatever you do, be sure to strip the young Runaways first; 'tis dangerous to suffer them to win your Money, for they seldom continue in any Place long, but are continually in a Hurry moving up and down: Whereas the old ones will stand the winning or losing of a Sum of Money: They may be said to be like some Creatures that the more they are beaten, the greater is their Affection, and seldom leave the Game of *Faro* till they are ruin'd and undone: If by chance they win a trifle, 'tis only making them your Cash-keepers for a Day or two, you being sure to have it again; for *Faro* is so bewitching a Game, that both Sexes have been seen to sleep at it. The

Ills and Mischiefs that it has brought upon Families are innumerable.

This is the way that we have been sawed to pieces ; and to divert us from thinking upon our repeated Follies, the Gentleman that deals to you is commonly a polite, well-bred Man, and Experience has taught him, that it is his Interest and Duty to provide the choicest of what his Customers best like, the better to raise their Passions ; for it has been observ'd, that *Champaigne*, *Burgundy*, *French Claret* and *Arrack Punch*, have caus'd many an honest Gentleman to fall a Sacrifice and lose a considerable Sum, who never could have been caught or tempted to play for Two-pence, had he been treated with Coffee or Tea.

Now when every one is stript, which you know is the End of the Battle, this fine Gentleman (as a particular Mark of his Gratitude) intreats the Company to take a Guinea or more (according as the Person's Circumstances are) for his Pocket, because

L

it

it would be thought ungenerous, and not like a Man of Honour, to turn his Customers out of doors, especially late at Night (for 'tis then the greatest Ills are committed.) This seeming Favour is accepted of by thoughtless Men ; but the Intention is to invite you to come again to the Shop to pay what was lent you, the better to have an opportunity of playing the second Part of the same Tune.

The Third Table shews you how to manage the Cards a quite different way from the Two preceding Tables, yet fully to answer the same Intention.

Cards laid thus.

Queen

I

10

5

2

7: So on throughout.

4

When

When you begin to shuffle, say,

TAB. III.

I	2	3	4	5	6	7
I	2	3	4	5	6	7
I	2	3	4	5	6	7
I	2	3	4	5	6	7
I	2	3	4	5	6	7
I	2	3	4	5	6	7
I	2	3	4	5	6	7

7 times 7, is 49 ; so there remains 3 ; which must be put under the last Parcel to compleat the Operation, which makes just

52.

Begin at either End to put the Cards together, your own Reason will direct you, that as they were put down in Order, so they must be taken up either backwards or forwards, as you have seen done, I doubt not, both at *Faro* and *Basset* ; you may shuffle if you please, having this regard, not to intermix your Cards, but make a sham Shuffle as usual ; you may take any Number from top and put them at bottom, so

L 2

from

from bottom to top, and the Course will still continue according to your Desire.

You may put 5 Cards in a Parcel as well as 7, but then consider you must have 9 Parcels ; as for example,

$$\begin{array}{r} 9 \\ 5 \\ \hline \end{array}$$

45 there remains 7, which must be put under, as you did before in 7 Parcels when 3 remain'd.

N. B. Consider this, that you must make an odd Parcel, and an odd Number in every Parcel, every time this Operation is perform'd.

I am now coming to a Conclusion as to *Faro* ; only give me leave further to tell you, that tho' you shuffle the Cards, yet you are liable to many Impositions, which shall be set forth more particularly when I come to treat of the Game of *Picket* ; though I cannot disown, but shuffling will be always
of

of great Use and Service to the Punter, not only at *Faro* and *Basset*, but at all other Games whatsoever; notwithstanding which, I can fully assure you, that you are still in great danger of being cheated, as will appear more fully hereafter.

I shall make but this one further Observation with reference to *Faro*, and conclude.

You may have taken notice perhaps, that a particular Card has won or lost for many Deals successively. I remember once a *Knave* to win 19 times, which prov'd fatal to the Bank. The Way to prevent it is as follows: Be careful as the *Knaves* come up to put them undermost, and when the Deal is over they will be altogether. Mark them (by putting a Crown-piece upon them, as you may have seen practis'd) and when you design to use them, begin thus:

Knaves

I	2	3	4
I	2	3	4
I	2	3	4
I	2	3	4
I	2	3	4

Knaves

makes just 20. You must now stop. For if you proceed to make the Number 24, then the Four Knaves will either win or lose throughout. Observe you make Four Parcels for the Knaves; if you put an odd Number of Cards, as 3, 5, 7, in a Parcel, then the Knaves will win alternately; on the contrary, if you put even Numbers, as 4, 6, 8, in a Parcel, they fall all of a side, tho' it is doubtful whether to the right or left. *Example.* In 16 Cards they fall all of a side, 4 times 4 is 16, equal Cards and equal Parcels. In 20 Cards they win and lose alternatively, 4 Parcels 5 in each is 20, odd Cards in even Parcels. By this Rule you may secure any reigning Cards.

Some of the old Punters that are not quite ruin'd are now become Bankers, in hopes

hopes of retrieving their Fortunes by Dealing themselves ; the old Bankers follow them, in order to engage again as soon as possible ; a little time will discover who will have the best of it. The City is now become the Head Rendezvous (about *Exchange-Alley*) under the colour of Stock-jobbing ; so that the young Citizens may be said to be in some danger, till the Knot of Foxes are unkennel'd and destroy'd. Let me advise every one to take care of himself, for you are in as much danger when you Deal as when you Punt, if not more ; since in less than two Deals you will have all the Cards mark'd, or the whole Pack chang'd upon you, or an additional Number of about 10 Cards ; the Cant Word is *Soho*, the same as when you find a Hare fitting. I assure you, that you cannot play with a thorough Gamester, but you'll be trick'd ; therefore the only Method I know of is not to play at all : For tho' you may fancy you are guarded as in some measure you are) by the preceding Rules, yet there are daily so many new Inventions found out,
and

and new Sharpers start, that it will be impossible for you wholly to escape.

It was not my Intention to say any thing of the *Fair Chance*, commonly call'd the *Ace of Hearts*; but I was requested by a Friend or two to take notice both of that and the *Rowley Poley Table*.

The *Fair Chance* is as notoriously unjust and unfair a Game as ever was set up; the Odds against you are so plain, that they need no Aggravation after once mentioning them: The Parliament (for the Good of the Subjects) have laid such Penalties, that I should be surpriz'd if any body should have the Impudence to Bank it (as the Phrase is:) The Penalty is 500*l.* upon the Banker for every Offence, and to be sent to the County Goal; and Gentlemen and Ladies that play at it, for every Offence also to pay 20*l.* I shall only now give you a short Account of what happen'd about 3 Years ago on this Occasion.

A certain Gentleman and fair Lady (whom I forbear to name) that were fond Lovers of this Game, have been observ'd to put down their Money upon a certain Favourite Number for several Evenings together, and that Figure never known to come up, which was very surprizing to the whole Company. The Reason that it did not come up in its turn, as Numbers ought to do, was, the Banker had taken care to tie a Horse-hair cross the Figure, which throws the Ball off, so that it never cou'd have come up if they had play'd 500 Years, unless by accident the Hair had broke. Altho' the Game is so strong against you, as to win even the *Spanish West-Indies*, were you possess'd of 'em, yet the Persons that keep these sort of Games cannot be contented, unless they cheat you into the Bargain.

There's another fine painted Machine contriv'd by Art and Ingenuity, call'd the *Rowley Poley* Table, which amongst the

M rest

rest ought not to be forgot, since it is not less dangerous or criminal than any of the preceding Games: 'Tis disputed by the Learned in the Law, whether it does not come within the full Force of the Act of Parliament made for suppressing the *Fair Chance*.

It is an easy Game, and seemingly fair, which has tempted Persons of all Degrees to play at it; I shall therefore instance a remarkable Story of it.

Some Years ago, an antient Person who was a very great Mechanick, and said to be the Inventor of our *Water'd China* Stuffs, a considerable Branch of the Woollen Manufactory (who was certainly an ingenious Man, tho' of no Education; a great Projector in many things, but always dispos'd of his Property to raise Money upon new Inventions, as is generally the Custom of such People to do) caus'd one of these Tables to be made by different Workmen, unknown to each other, and had all the Parts brought home

home to him, and he at last finish'd the whole Work himself: He had contriv'd many invifible Springs and Movements underneath it, and brought it to fo great a Perfection, that the Machine was absolutely at his Command, fo as to caufe it to *Pafs* or *Not Pafs* (as the Terms are) juft according to his Intereft or Inclination. The Machine being thus perfected, he took abundance of Time and Pains to confider in what manner he might reap the greateft Advantage for his Labour and Ingenuity. But not being able to carry on this great Defign himfelf, he thought fit to communicate fome Part of the Secret to a Friend of his, that Friend to another, and fo on, till the Number was increas'd to half a dozen, who readily and joyfully came into the Affair, not doubting (from the good Opinion they had of the Inventor) but to make each Man his Fortune; and as a full Satisfaction to all Parties concern'd, he fhew'd them all the Inftrument, and gave them ocular Demonftration of the Truth of what he had before told them; but did not let them or any

body know the secret Spring which commanded the whole Movement. Every one thus pleas'd and satisfied, daily Consultations were held by the Confederates, what Place and Time was the most likely to compleat their Designs. At last *Bristol* was unanimously agreed upon for the Scene of Action, it being a large and opulent City, therefore the best situated to get a Sum of Money at.

'Twas not long before these Adventurers set out for *Bristol* in a Coach and Six, and upon the last Day's Journey were all unluckily rob'd of every Shilling they had, so that they arriv'd almost naked and stript at *Bristol*. This hard Fortune upon their first Setting out, obliged them to impart the Secret to an old Acquaintance there upon the Spot, and let him into a Share, he being to find Money to begin the Work. When they were thus provided with Necessaries for their Business, they open'd a large Shop to entertain their Customers. Vast Numbers of People came

far and near to play with the Confederacy; but they being poor and needy, won the Citizen's Money so very fast, that they grew weary of the Game, so that their Play began to dwindle away to nothing; and what was yet worse, there arose a Quarrel among the Confederates about dividing the Plunder, which soon reach'd the Ears of the injur'd People, who went in a Body to complain to the Magistrates of their Sufferings, in order to have Satisfaction and a strict Enquiry made into the Matter; upon which the Machine was immediately secured: But it was so artfully finish'd, that the least Discovery could not be made; and tho' the Table was broke to pieces by a passionate hasty Person, who had been a very great Sufferer, yet the Fact could not be immediately prov'd against them; and whilst the Affair was in suspense, the Proprietor took care to get off.

You must know, that the injur'd Citizens could never find out to this day how they were cheated, tho' they saw, when the
Machine

Machine was broke, many strange and uncommon Springs curiously contriv'd with neat Iron-work; for the chief Instrument (which had the two principal Movements in it) was carry'd away by the old Gentleman who was a careful good General. It seems it was a large hollow Cane with a great old-fashion'd Head that perfected the whole Work. He was known to walk with this Cane some Years before and after, and it had never been known to this day, if he had not discover'd it himself.

I instance this, to put you in mind how dangerous it is to play with Strangers at any Game; I would therefore advise you, if you must needs play, to play only with such Persons whose Lives and Characters are well known to you, and not with such as make Gaming their Livelihood, whom I call Gamesters and Sharpers.

To conclude; the same Person whom I have been treating of, had the Reputation of compleating and finishing the finest and
most

most exact Machine, call'd the *Fair Chance*, that ever was made in the World. Notwithstanding all this, 'tis said he died very poor, and made, as all such People generally do, but an unhappy End.

B A S S E T.

I now proceed to *BASSET*.

The Game of *Basset* is not so easy to be learnt as *Faro*, so consequently not so much play'd at, by reason that the Cards do not always go as they do at *Faro*, which is called *Ne va pas*.

The same Rules (with some small Variation with respect to the Advantages) will serve as at *Faro*; this Difference to be observ'd: That the Pack is inverted, and you cannot so easily change the Position of the Cards after a Deal is once begun; yet I shall endeavour to prove there is as much Danger in one Game as the other; tho' I won't

won't say the Odds are the same, the Want of which is handsomely supply'd another way.

The Cards may be so play'd at *Basset*, as to allow you no winning Place throughout the Pack, which cannot indeed be done at *Faro*, except you lay the whole Pack in Doublets. If I prove this, then it may be justly said, that it is in the Power of the Dealer to let you have as many winning Places as he thinks convenient and no more.

The

The BASSET TABLE.

<i>Fas</i> - - - - - Knave	6	<i>Loses</i>	
<i>Ne va pas</i> - - - - - Knave	7	<i>Ne va pas</i>	
<i>Loses</i> - - - - - 4	5	<i>Loses</i>	
<i>Ne va pas</i> - - - - - Knave	5	<i>Ne va pas, and so on</i>	
<i>Loses</i> - - - - - 8	7	(to the bottom.	
<i>Ne va pas</i> - - - - - 8	5		
<i>Loses</i> - - - - - Knave	6		
<i>Ne va pas, and so on</i>	8		
throughout.	4		
	4		
	8		
	4		
	10		
	10		
Queen	King		
10	King		
9	3		
9	King		
10	2		
9	2		
Queen	King		
Queen	2		
1	1		
Queen	1		
7	2		
7	9		

This demonstrated, the next Thing to be consider'd is, how these Cards must be placed to involve them into this or any other Form, which I take to be the Basis, and, rightly understood, will produce vast Variety; for example, Suppose now for Brevity's sake I take only twelve Cards, which is as sufficient a Demonstration, as if I made use of the whole Pack.

N

Cards

The Art and Mystery

Cards laid thus *

Upon drawing 'em thro' my Hands
from top to bottom, they come into
this Form, viz.

* Knave	8
* 8	Knave
Knave	8
4	8
Knave	4
Knave	Knave
4	4
8	4
4	8
4	Knave
8	4
8	Knave

Now shuffle and part every Card over and under, and
they are involv'd according to your Intentions.

Knave, Knave, 4, Knave, 8, 8, Knave, 8, 4, 4, 8, 4

Inverted thus,

Knave

Knave

4

Knave

8

8, and so on, as in the Table.

This may be perform'd without a second Operation, which, I hope, is
a sufficient Proof that Numbers may be changed into many Forms,
and from as few or as many Causes as you think proper; but re-
member this, that it requires pliant Fingers as much as the Har-
psicord, without which you'll never perform finely. From these
and other preceding Rules that I have observ'd to you, I think
really, without troubling you any farther, you may draw all Conse-
quences to be wish'd or expected in a Pack of Cards.

You

You are to confider, that the Banker commonly Shuffles and Cuts at *Basset* ; and in order to prove what I have often said, *viz.* That a Pack of Cards may be changed into any Form whatsoever, and that even by a School-boy when the first Principles are set down, I will give the following Example.

Suppose *a, b, c, d-----e, f, g, h* to be certain Cards best known to yourself, it cannot be thought a difficult Task to joyn *a* to *e*, *b* to *f*, *c* to *g*, and *d* to *h*, and further to continue to 52 in the same Order.

This was allow'd a fair Way to Shuffle, and from the Consequence of this Rule you may vary ten thousand different Ways and more : I shall instance the Changes that are in 3 Figures only to prove the Variety in a Pack of Cards, *viz.*

N 2

Now

You are to consider the manner
 commonly shuffled and cut
 in order to prove what I
 say. That a pack of Cards
 into any form whatsoever, that even
 by a Six Changes.

Now if these Eight Letters (which I suppose Cards) were drawn thro' your Hand from top to bottom, as practis'd at *Faro*, then the Letters are changed to

a b
 b g
 c f
 d e

This practis'd three or four times, you'll readily come acquainted with the Manner, and be capable of changing Numbers to come into their appointed Places; but I shall instantly open your Eyes, and destroy the Charm; Shuffle the Cards well and take care

care they are not changed upon you, then bid Defiance to the Dealer.

I must observe to you, that the Sums of Money lost in *France* were so considerable, that the Princes of the Blood were in danger of being undone; and after many Persons of Distinction were ruin'd, the Court of *France* thought fit to forbid *Basset*; then *Faro* was invented, and soon after both were introduced into *England*, and after three or four Years Play here, it impoverish'd so many Families, that the Legislative Power took it into their Consideration to issue out Orders, which has suppress'd all common Gaming-houses whatsoever.

WHISK.

W H I S K.

Whisk is a very ancient Game among the *English*; 'tis said to be the Foundation of all the others. Few or none play correctly at it, tho there are many Pretenders, who are the best and greatest Bubbles. Considerable Sums of Money are play'd away at this Game, which has put Mankind upon Inventions to deceive and cheat one another, as is practis'd in all the rest.

Formerly it was usual to deal Four Cards together, till it became known to every one that there was no Safety in that Method; and at present 'tis the Custom to deal One and One round, believing it the securest and best Way to put it out of the Dealer's Power to impose on you.

But I hope to convince every one that reads this Treatise, that, deal the Cards

which Way you will, a Confederacy of two Sharpers will beat any two Persons in the World, tho' never so good Players, that are not of the Gang or in the Secret, and Three Poll One is as safe and secure as if the Money was in their Pockets ; all which will appear presently. The first necessary Instructions to be observ'd at *Whisk* as Principals of the Secret, which may be likewise transfer'd to most other Games at Cards, are

Breef Cards,
Corner-bend,
Middle-bend (or Kingston-bridge.)

Of *Breef Cards* there are two sorts; one is a Card longer than the rest, the other is a Card broader than the rest.

The long sort are such as 3, 4, 5, 6, 7, 8 and 9 ; the broad sort are such as Aces, Kings, Queens and Knaves. The Use and Advantage of each are as follows.

EXAM-

which Way you will, a Consideration of two
 Sharpers will be necessary in the
 World, this is the best Players, that

When you Cut the Cards to your Adversary, Cut them long or end-ways, and he will have a 3, 4, 5, 6, 7, 8 or 9 at bottom. When your Adversary Cuts the Cards to you, put them broadside to him, and he will naturally Cut (without ever suspecting what you do) Ace, King, Queen or Knave, &c. which is sufficient Advantage to secure any Game; 'tis a fine Manner, especially in the old Bett that the Dealer does not score Two that Deal, since Shuffling is of no Signification here; and in case you cannot get Cards of proper Sizes ready made to mix with others, you may shave them with a Razor or Pen-knife from the Threes to the Nines each Side, and from the Aces to the Knaves each End, then put them up in the same Case or Cover, and if they are done as they ought to be they will pass upon any body. As *Whisk* is a Tavern Game, the Sharpers generally take care to put about the Bottle before

before the Game begins, so quick, that a Bubble cannot be said to see clearly even when he first begins to play.

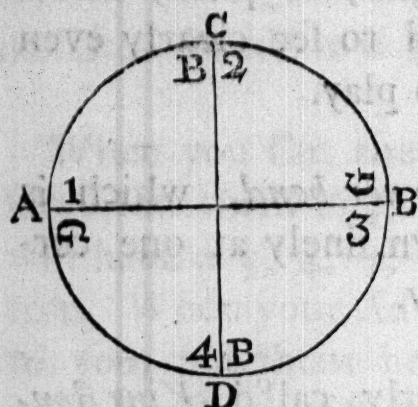
The next is the *Corner-bend*, which is Four Cards turn'd down finely at one corner, a Signal to Cut by.

The other is vulgarly call'd *Kingston-bridge* or the *Middle-bend*; 'tis done by bending your oft'n or Adversary's Tricks two different Ways, which will cause an Opening or Arch in the Middle, which is of the same Use and Service as the other two Ways, and only practis'd in its turn to amuse you.

The next Thing to be consider'd is, who deals the Cards, you or your Adversary, cause that is a main Point, and from whence your Advantage must arise: Suppose for Example,

O

After



A and B } *Sharppers*
Partners

C and D } *Bubbles*
Partners

After a Deal or two is formally play'd,
 A and B will begin to operate in the fol-
 lowing manner.

When A or B are to deal, they observe
 (the preceding Deal) to take up the Tricks
 thus :

1. *A bad Card.* 2. *A good Card.*
3. *A bad Card.* 4. *A good Card.*

[*Meaning the best and worst Cards
 that fall in that Lift.*]

When

When C or D deals, they must be taken up thus :

1. *A good Card.* 2. *A bad Card.*
3. *A good Card.* 4. *A bad Card.*

By this Rule it is very plain, that the best Cards fall to A and B every Deal. How is it possible therefore, that C and D should ever win a Game without Permission. But it would be deem'd ill Policy, and contrary to the true Interest of A and B, to act thus every Deal : I will therefore suppose it is practis'd just when they please, according as Betts happen in Company, tho' the Rule with Gamesters in low Life is at the first setting out to stupify you with Wine and the Loss of your Money, that you may never come to a perfect Understanding of what you are doing. It may be truly said, that many an honest Gentleman has been kept a Month in such a Condition by the Management and Contrivance of a Set of Sharpers.

Now you may imagine it not in the Power of A and B to cause the Tricks to be taken up after the manner aforesaid ; but there is nothing so easy or so frequently practis'd, especially at Three Poll One ; for in playing the Cards, the Confederates won't only take care of their own Tricks, but also of yours ; for the Cards may be so play'd, and shov'd together in such a manner, as will even cause you to take them right yourself ; and if a Trick should lie untowardly upon the Table, A or B will pay you the Complement of taking it up for you, and say, *Sir, that's yours.*

This Operation will the more readily be apprehended by seeing it practis'd half a score times when once you are aware of it, it will otherwise (I may safely say) pass upon any Person that has not been let into the Secret. This being allow'd, the next Point and Difficulty is to Shuffle and Cut.

I say,

I say, that either A or B are such curious Workmen, and can make a sham Shuffle with a Pack of Cards so artfully, that you would believe they were splitting 'em, when at the same time they won't displace a single Card from its Order.

Now to Cut the Cards, a Bend is prepared for you to Cut to, the Middle is best, and 'tis Odds but you unwarily Cut to it; if not, *Slip* is the Word; but if you have no Opportunity to do that neither, then deal away at all hazards, 'tis but an equal Bett that they come in your Favour; if right, proceed; if otherwise, miss a Card in its Course, and it brings the Cards according to your first Design, it is but giving two at last where you miss'd; and if that cannot be conveniently done, you only lose the Deal and there's an end of it.

But when A or B are to Cut they make it all safe, for then they make the *Corner-bend*, which any one that knows may Cut to a hundred times together.

P I P I N G at W H I S K.

By *Piping* I mean, when one of the Company that does not play (which frequently happens) sits down in a convenient Place to smoke a Pipe and so look on, pretending to amuse himself that Way. Now the disposing of his Fingers on the Pipe, whilst smoking, discovers the principal Cards that are in the Person's Hand he overlooks, which was always esteem'd a sufficient Advantage to win a Game by another Way, viz. *Indeed* signifies *Diamonds*; *Truly*, *Hearts*; *Upon my Word*, *Clubbs*; *I assure you*, *Spades*. But as soon as these Methods become known, new ones are invented; and it is most certain, that two Persons may discover to each other what sort of Cards they have in Hand, and which ought to be first play'd, many different Ways without speaking a Word. Talking is not allow'd at *Whist*; the very Word implies *Hold your Tongue*. There are many more things to be said on this Head as well as

on

on the others, which I shall defer to another Opportunity.

PICKET.

Picket is now become, like all other Games, so common, that even the meanest People have been instructed and let into all the Tricks and Secrets of it, or made Sharpers at it.

Breef Cards may be used here for Cutting as well as at *Whisk*; it is therefore needless to repeat, since what I have said before is sufficient upon that Head. I shall therefore rather choose to mention something here that hath not been touch'd upon in any Part of the preceding Discourse, tho' equally applicable to all other Games at Cards, viz.

Mark'd

Mark'd Cards.

It cannot be deny'd, that to know the Aces, Kings, Queens and Knaves, which I may justly call the Commanding Officers, is the principal Part of *Picket* and all other Games at Cards, especially if any Card wanted or desired can be secured at pleasure. First then I will shew you how the Cards are to be mark'd.

1. *Aces* with one Spot at opposite Corners, thus :



2. The *Kings* with two Spots, thus :



3. The *Queens* with one Spot travers'd, thus :



4. The *Knaves* with two Spots, thus :



The

The next Difficulty will be to mark the Cards in such a manner that they may not be discover'd by your Adversary, and at the same time appear plain to yourself.

Make a fine-pointed Pen, and take some clear Spring Water, and make your Dots upon the glaz'd Cards at the Corners according to the Directions above, and they will pass upon a Bubble if they are well done; you may colour your Water with *Indian* Ink to make the Marks more or less conspicuous to you, as you'll be best Judge by your Eyes.

There are but 32 Cards made use of at *Picket*, so that just half of them will be known to you; and in dealing you may have an Opportunity to give yourself those you like best; and if you cannot conveniently change the Stock according to your Desire, you'll commonly know what you are to take in, which will be Advantage enough to win any Fool's Money.

P

In

In Bowls, Cock-fighting, Horse-racing, and all Games whatever, there are numerous Frauds more than any Person knows of or can perform; it is therefore possible, that what has been may be again. It is well known, that two Sharpers have travell'd some Miles to meet one another, in order for a Tryal of Skill who was the greatest Cheat; at which Tryal, the superior Gamester has suffer'd the other to impose and operate upon him his Way, when at the same time he had something that was stronger upon the other and wholly out of his Knowledge, by which means he has at last stript him naked for his Vanity. This has been done so frequently that it needs not a fresh Proof: I would not therefore advise any one to be too fond of his Knowledge and Ability in the Art and Mystery of Gaming, lest he meet (by way of Cross-bite) a Person that has more Knowledge than himself.

I now draw to a Conclusion of this Treatise; but think it my Duty to remind you, that in the general Course of Play there's no Safety in any Game whatever.

I shall instance a remarkable Piece of Knavery, that is well known to the Town, tho' at present not much thought of, which was committed a few Years past by a Person who was grown weary of leading a solitary Life behind the Counter, so turn'd Gentleman at large, in Expectation of making his Fortune much quicker than by dint of Labour and Industry. He soon became Master in the Art and Mystery of *Billiards*, as will appear by the Sequel of the Story.

R and B, two Persons of Distinction, made it their Diversion to meet every day in *Pall-Mall*, and pass away many Hours at *Billiards*, which brought a vast Concourse of People together to see them play, tho' at the first Outset they play'd but for

P 2

Trifles.

Trifles. *R* was a better Player than *B*; therefore to make the Match as equal as possible, *R* gave *B* One, which really made every Game so uncertain, that any one might have had his Choice, altho' it were for 100 *l*. At length they came to play for considerable Sums, which took wind and drew all the Sharpers about the Town to the Place.

This Match continued some time with little or no Advantage to either Side: The Sharpers took *R*'s Side, knowing him to be the better Player, and he was always sedate and cool win or lose; yet it did not answer their Expectations, the Games were always precarious, and betting Money that way was thought to be like licking Honey off of Thorns; they resolv'd therefore to stand neuter till an Expedient could be found out to cause *B* to beat *R*, and it was not long before they effected it, as will appear instantly. You must know, that both *R* and *B* bought their own Sticks, and were so very curious, that they had Drawers, with

with Lock and Key, made for each of them to put their Sticks into, in the *Billiard Room*.

After many Debates how these Sharpers were to take in the whole Company, the Person that quitted the Counter (whom I shall call *E*) was thought the properest Person to put this Design in Execution.

The first Step he took was to possess himself of *R*'s favourite Stick, which he constantly play'd with notwithstanding the Lock and Key, and took it away unknown to any but his Companions; he had prepared an Instrument, made for the purpose, to shave or pare away each End of the Stick, and leave in the Center a Rising undiscernible to the Eye of the most curious, and then put the Stick again in its Place.

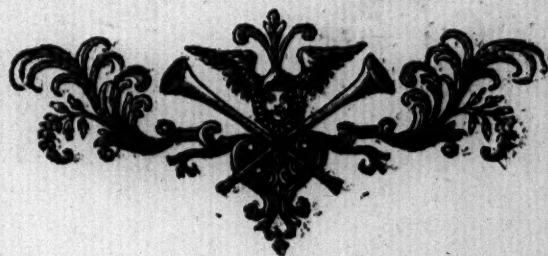
When *R* came afterwards to play with the Stick, *B* beat him several advantageous Games; for *R* frequently us'd to hit *B*'s Ball on the wrong side, so put himself in,
imagining

imagining all this time that his Hand was out, not in the least suspecting the Fault to lie in the Stick : The Confederacy by this had their Ends, and push'd on the Victory. At last the Man of the House (not being in the Secret, and having lost his Money by backing *R*) suspected the Cheat ; and upon Enquiry, he found out the Cause and straight acquainted *R* with it, which surpriz'd him mightily for the present, perfectly knowing *B* to be a Man of more Honour than to be capable of acting such a Part. *R* finding himself thus surrounded by Thieves and Sharpers, never came to the House afterwards : This, you may believe, caus'd some Talk and Noise in the Town ; but the Affair ended thus : Every one kept what they had got, the Man of the House lost both his Money, and two very great Benefactors, and all the Satisfaction that he ever got, was at last to find out the Place where *E* had bought the Instrument.

To

To conclude : “ The Sons of our Nobility, and the Heirs to large and plentiful Estates, especially those who become too early their own Masters, are the Victims of Sharpers ; they are made the Prey of those reasoning Savages, those Man-hunters, that form vile Associations with an intent to overturn as many honest Societies as they can ; and only live in Peace together, by being united in a Confederacy to spread Desolation and Confusion amongst the best Families in the Kingdom. The very Heads of such Families may not improperly be call’d the *Game* of (what they with a just Derision of their own Vileness term) the *Gambling Fraternity*.

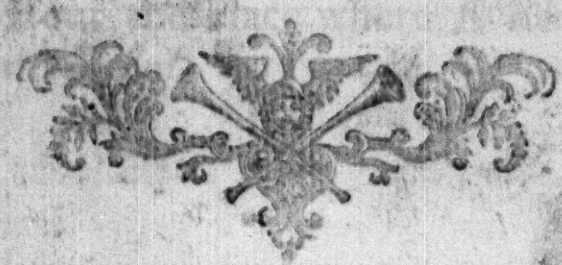
F I N I S.



To conclude: "The Sons of our Nobility, and the Heirs to large and plentiful Estates, especially those who become too early their own Masters, are the Victims of Sharps; they are made the Prey of those reasoning Savages, those Man-hunters, that form vile Associations with an intent to overturn as many honest Societies as they can: and only live in Peace together, by spreading Confusion and Contusion among the best Families in the Kingdom. The very Honour of such Families may not improperly be call'd the Game of (what they with a just Derision call their own Villenels term) the Gambling Fraternity."



F I W I S



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